```
Order
      # parent
      # type
      # subtype
      # done
      # group
      # targetlocation
      # suborders
      # messagequeue
      # actionstring
      + ChooseTarget()
      + PursueTarget()
      + ClearMessages()
      + Order()
      + Order()
      + Destroy()
      + Execute()
      + queryType()
      + queryAny()
      + eraseType()
      and 24 more..
      # ~Order()
      # Destructor()
               Δ
Orders::MatchAngularVelocity
# desired_ang_velocity
# LocalAng
# willfinish
+ MatchAngularVelocity()
+ Execute()
+ SetDesiredAngularVelocity()
+ ~MatchAngularVelocity()
+ getOrderDescription()
    Orders::MatchVelocity
   # desired_velocity
   # LocalVelocity
   # afterburn
   + MatchVelocity()
   + Execute()
+ SetDesiredVelocity()
   + SetAfterburn()
   + ~MatchVelocity()
   + getOrderDescription()
          FlyByWire
   # DesiredShiftVelocity
   # DirectThrust
   # sheltonslide
   # controltype
   # inertial_flight_model
# inertial_flight_enable
   # stolen_setspeed
# stolen_setspeed_value
   + FlyByWire()
+ ~FlyByWire()
   + SwitchFlightMode()
   + ThrustRight()
   + ThrustUp()
   + ThrustFront()
+ DirectThrustRight()
   + DirectThrustUp()

    DirectThrustF

   + SheltonSlide()
   and 12 more...
        FlyByKeyboard
   + whichplayer
   + inauto
   # joy mode
   + FlyByKeyboard()
   + Destroy()
   + ~FlyByKeyboard()
   + Execute()
   + Execute()
+ SwitchWebcam()
   + SwitchSecured()
   + ChangeCommStatus()
   + DownFreq()
   + UpFreq()
+ KSwitchFlightMode()
   + KThrustRight()
+ KThrustLeft()
   + KThrustUp()
   + KThrustDown()
   and 32 more..
   # KeyboardUp()
   # KeyboardRight()
   # KeyboardRollRight()
   # clamp_axis()
   # reduce_axis()
        FlyByJoystick
      + FlyByJoystick()
      + Execute()
      + ~FlyByJoystick()
      + JAccelKey()
      + JDecelKey()
      + JShelt()
      + JAB()
```